



# Staking the First Claim

Creating the First EQNext Landmark Prototype



# Rosie Rappaport

Art Director at SOE



1999



2003



2009



# Rosie Rappaport

EverQuestNext and Landmark







# Concept Art

- Wes Wheeler
- Roel Jovellanos

# R&D Building

- Sebastian Strzalkowski
- Rosie Rappaport



January 2011, the second Prototype for EQNext was rejected and the team was sent back to the drawing board...

“Do Something Revolutionary.”



# Revolutionary vs. Evolutionary

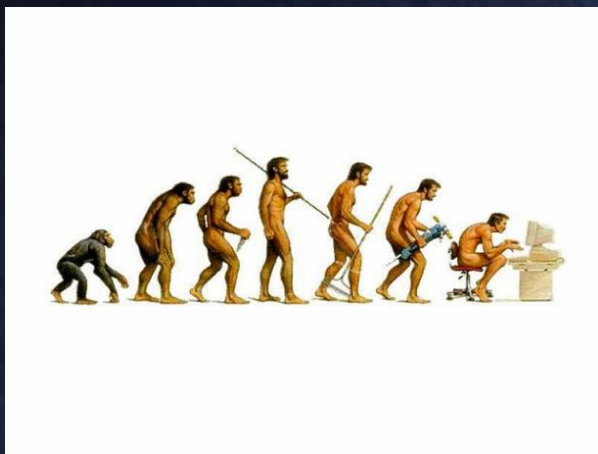
## Revolutionary



- Ultima Online
- Asheron's Call
- EverQuest

# Revolutionary vs. Evolutionary

## Evolutionary



4th Coming, The  
9Dragons  
Ace Online  
Aces High  
AdventureQuest Worlds  
Age of Conan: Hyborian  
Adventures  
Age of Wulin  
Aion: The Tower of Eternity  
AIKA Online  
Alganon  
Allods Online  
Anarchy Online  
Angel Love Online  
ArchLord  
Asda Story  
Ashen Empires  
Asheron's Call  
Asheron's Call 2  
Atlantica Online  
Battlestar Galactica Online  
Black Prophecy  
Blade & Soul  
Blood Wars  
BOTS!!  
Cabal Online  
Cartoon Network Universe  
Castle of Heroes  
Champions Online  
City of Heroes  
City of Villains  
Clan Lord  
Club Penguin

Concerto Gate  
Cronous  
Cross Gate  
Crowns of Power  
Dark Age of Camelot  
Dark Ages  
Dark and Light  
Darkeden  
Darkfall  
Darkfall Unholy Wars  
Dark Sun Online: Crimson  
Sands  
Dawntide  
Dead Frontier  
DECO Online  
DC Universe Online  
Diaspora  
Doctor Who: Worlds in Time  
Dofus  
Dragon Ball Online  
Dragon Nest  
Dragon Oath  
Dragon Quest X  
Dragonica  
also known as Dragon Saga  
DragonRealms  
Dreamlords  
Dungeons & Dragons Online  
Dungeon Runners  
Dynasty Warriors Online  
Earthrise  
Earth & Beyond  
Earth Eternal

Elder Scrolls Online, The  
Emil Chronicle Online  
Empire & State  
Empire of Sports  
Entropia Universe  
Eternal Lands  
EVE Online  
EverQuest II  
EverQuest Online Adventures  
Fantage  
Face of Mankind  
Fallen Earth  
Fallout Online  
Fantasy Westward Journey  
Fiesta Online  
Final Fantasy XI  
Final Fantasy XIV  
Final Fantasy XIV: A Realm Reborn  
Firefall  
Flyff  
Fragoria  
Free Realms  
Furcadia  
Fury  
Gekkeiju Online  
GodsWar Online  
Gods & Heroes: Rome Rising  
Granado Espada  
(Sword of the New World)  
Guild Wars  
Guild Wars 2  
Helbreath  
Hello Kitty Online  
Hero Online



Hero's Journey  
Hooded Gunman, The  
Istaria: Chronicles of the Gifted  
Illyriad  
Jumpgate: The Reconstruction Initiative  
Jumpgate: Evolution  
Kal Online  
Knight Online

LaTale  
Legend of Ares, The  
Legend of Mir 2, The  
Legend of Mir 3, The  
Legends of Future Past  
LEGO Universe  
Lineage  
Lineage II  
Lineage III  
Little Space Heroes  
Lord of the Rings Online  
Love  
Lunia: Record of Lunia War  
Mabinogi  
Magical Land  
MapleStory  
Matrix Online, The  
Meridian 59  
Metin 2  
Minions of Mirth  
Mortal Online  
Monato Esprit  
MU Online  
Myth War Online  
Mythos  
Mytheon  
Myst Online

Neocron  
Neocron 2  
NEO Shifters  
Neverwinter Nights (AOL game)  
Neverwinter  
Nexus: The Kingdom of the Winds  
Neo Steam: The Shattered Continent  
Omerta (video game)  
Pardus  
Parallel Kingdom  
Perfect World  
Perpetuum[2][3]  
Phantasy Star Online 2  
Phoenix Dynasty Online  
Pirates of the Burning Sea  
Pirates of the Caribbean Online  
PlaneShift  
Planetarion  
Priston Tale  
Priston Tale 2  
Poptropica  
Puppet Guardian  
Puzzle Pirates  
Ragnarok Online  
Ragnarok Online 2  
Ran Online  
Realm of the Mad God  
Realm Online, The  
Regnum Online  
Requiem: Memento Mori  
RF Online  
Rift  
Roblox  
Rohan: Blood Feud  
Roma Victor  
ROSE Online

Rubies of Eventide  
Runes of Magic  
RuneScape  
Rusty Hearts  
Ryzom  
Salem  
Sangokushi Online  
Secret of the Solstice  
Secret World, The  
Seal Online  
Sentou Gakuen  
Scions of Fateor Yulgang  
Shadowbane  
Shin Megami Tensei: Imagine  
Sho Online  
Shot-Online  
Silkroad Online  
Soul of the Ultimate Nation  
Spiral Knights  
Star Trek Online  
Star Wars Galaxies  
Star Wars: The Old Republic  
Stargate Worlds  
StarQuest Online  
Survival Project  
Tabula Rasa  
Tale in the Desert, A  
Tales of Eternia Online  
Tales of Pirates  
Tantra Online  
The Exiled Realm of Arborea  
Terra  
Chronicles of Spellborn, The  
Tibia  
Toontown Online  
Trickster Online

Turf Battles  
Twelve Sky  
Twelve Sky 2  
Twin Skies  
Uncharted Waters Online  
Urban Dead  
Underlight  
Vanguard: Saga of Heroes  
Vindictus  
Voyage Century Online  
Vendetta Online  
Wakfu  
Warhammer Online: Age of Reckoning  
Warhammer Online: Wrath of Heroes  
Wonderland Online  
Wizard101  
With Your Destiny(Supreme Destiny)  
WonderKing Online  
World of Darkness  
World of the Living Dead: Resurrection  
World of Warcraft  
Wurm Online  
Yogurting  
Yulgang(Scions of Fate)  
Zhengtu  
Zu Onlinea

A decorative border surrounds the slide content. It features a dark blue background with gold-colored scrollwork and ornate patterns. On the left and right sides, there are vertical gold bars with blue gem-like accents. At the top center, there is a small, glowing blue symbol resembling a stylized cross or a four-pointed star.

# Creating a Revolutionary Prototype

## Three Crucial Points

- Develop an excellent idea
- Do what you can with what you have
- Always be moving forward

# An Excellent Idea in Development

- Make a tool set, Landmark, to build Destructible, Dynamic Environments
- Give the tool – Landmark- to players
- Harness the creativity of players as co-developers
- Utilize that creativity to make EverQuest Next





# Landmark in a Nutshell

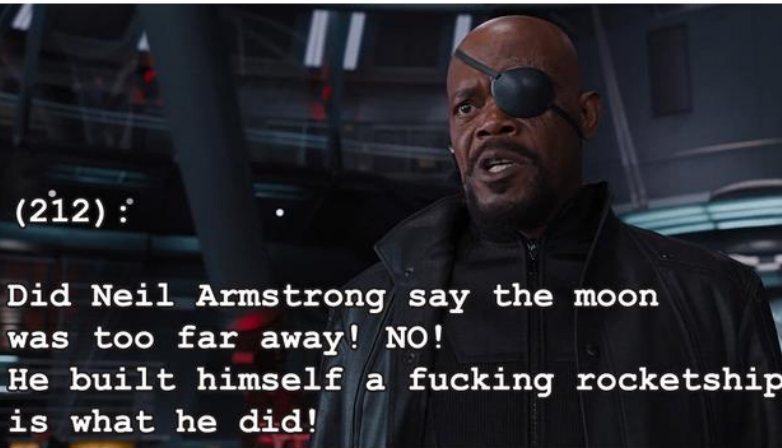
= CRAZY TALK!



# My Attitude

Art © Dis

13.



(212) :

Did Neil Armstrong say the moon  
was too far away! NO!  
He built himself a fucking rocketship  
is what he did!

[textsfrothe-avengers.tumblr.com](https://textsfrothe-avengers.tumblr.com)



# PowerPoint

Basic Grid Blocks



Previous Prototype

Smart Art



Finished Wall

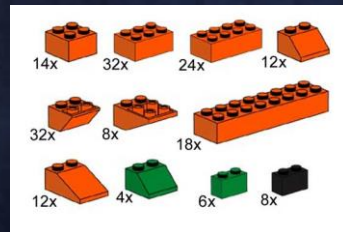
Modularity

Aligned On Grid

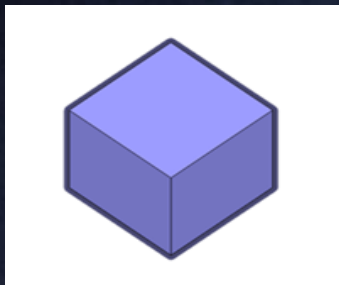


# Metaphors

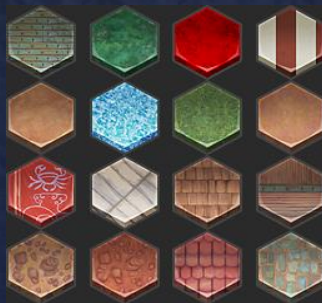
Comparisons help everyone to visualize possibilities



# A Modular World



Shapes



Materials



Props

# Embrace the Blocks!





# Pitching Geometric Art Style

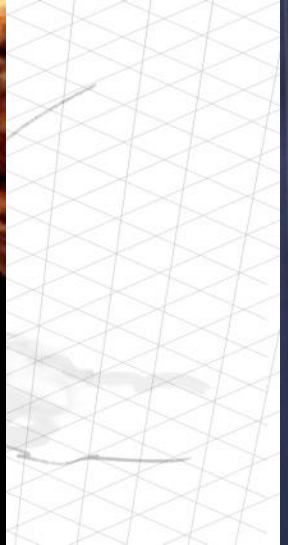
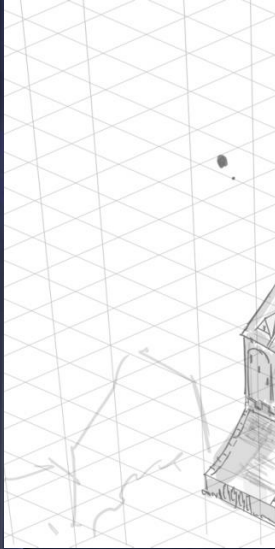


Different can be good

- Optimist
  - Sets a new standard
  - Sets the game apart
  - Gives Brand Identity
- Aggressive Optimist
  - It's not going to work any other way!

# Defining the Style

- Couldn't establish concept art without style rules
- Couldn't establish the style rules without concept art

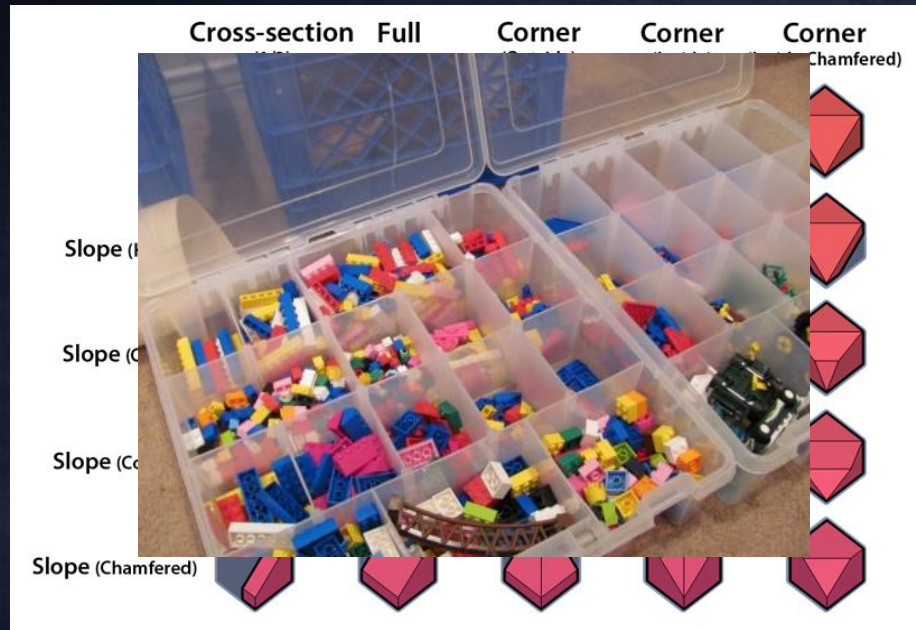




Do What You Can With What You Have



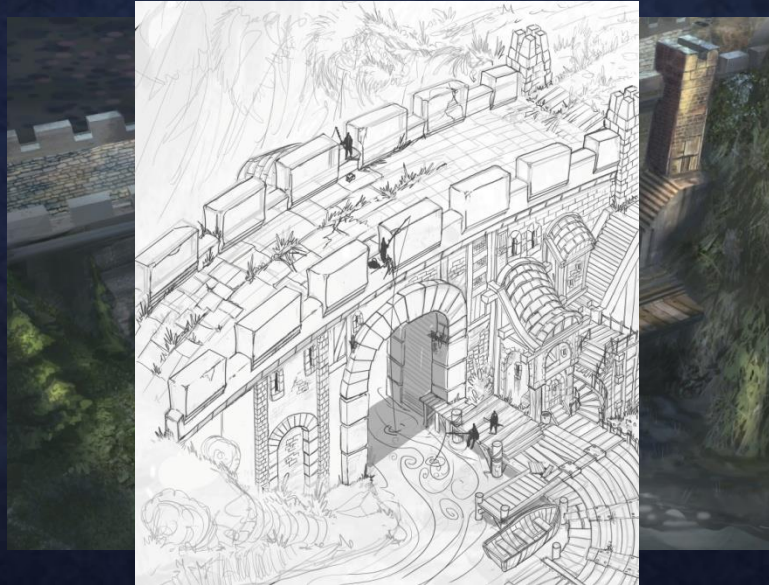
# Create a Rule Set: the Shape Library



- Small set of blocks
- Thinking about UI and the player experience

# Using the Shape Library

- Used older concept art
- Built according to our new ruleset with Google SketchUp
- Concept artist painted directly over “block concept”





# Defining the Art Style

FREE

June 2010  
Wes.w

FREEPORT MARKET—Building placement/Design

June 2010  
Wes.w

- The team started to see the possibilities

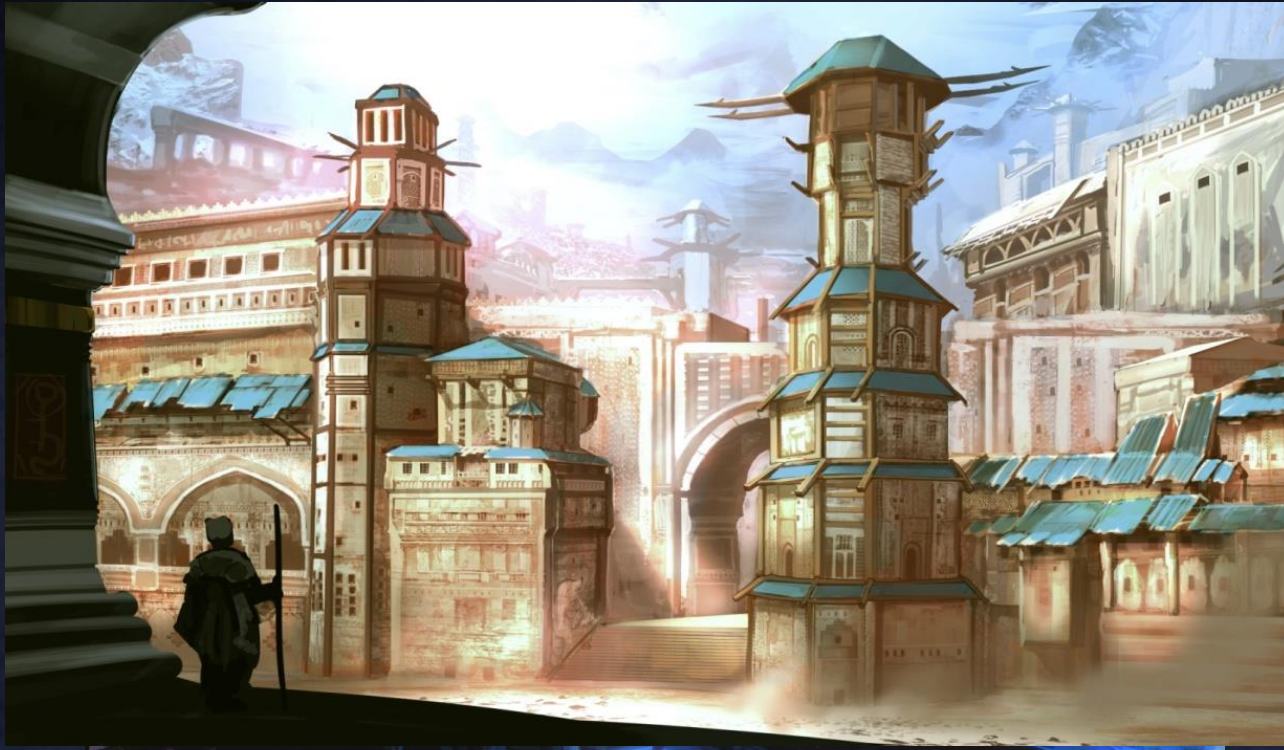


# Block Based Concept Art



•Caricaturizing the shapes

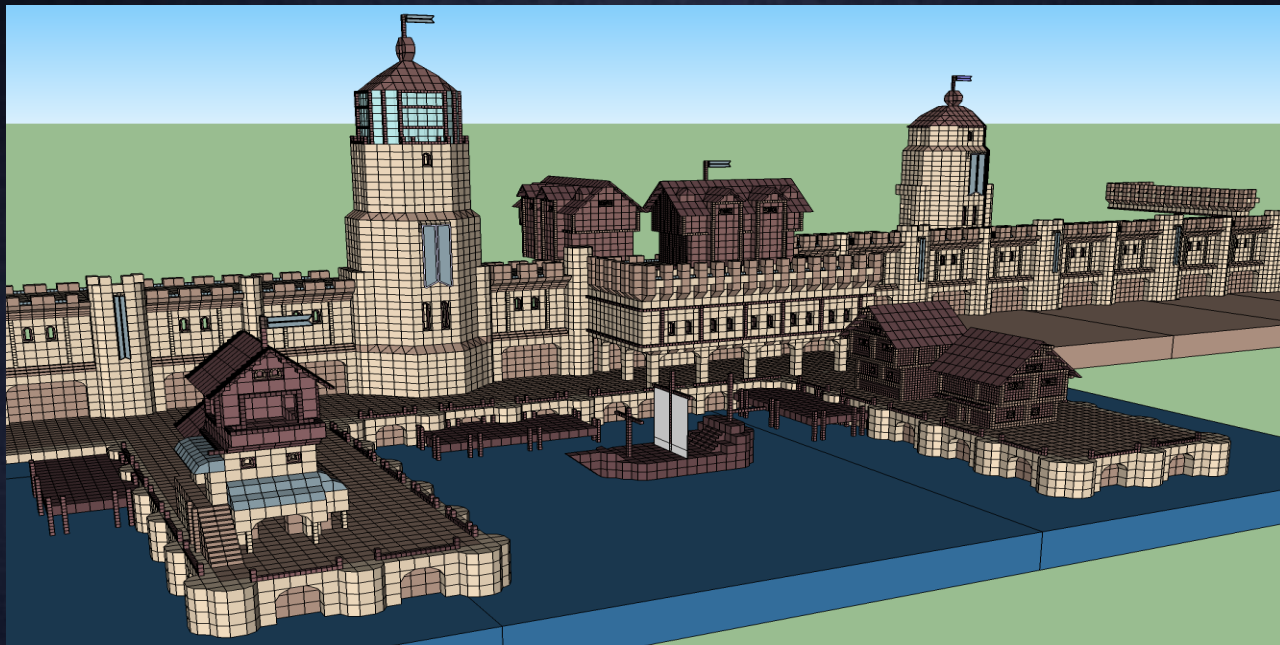
# Block Based Concept Art Continues



- Caricaturizing the scene



# Caricaturizing Other games





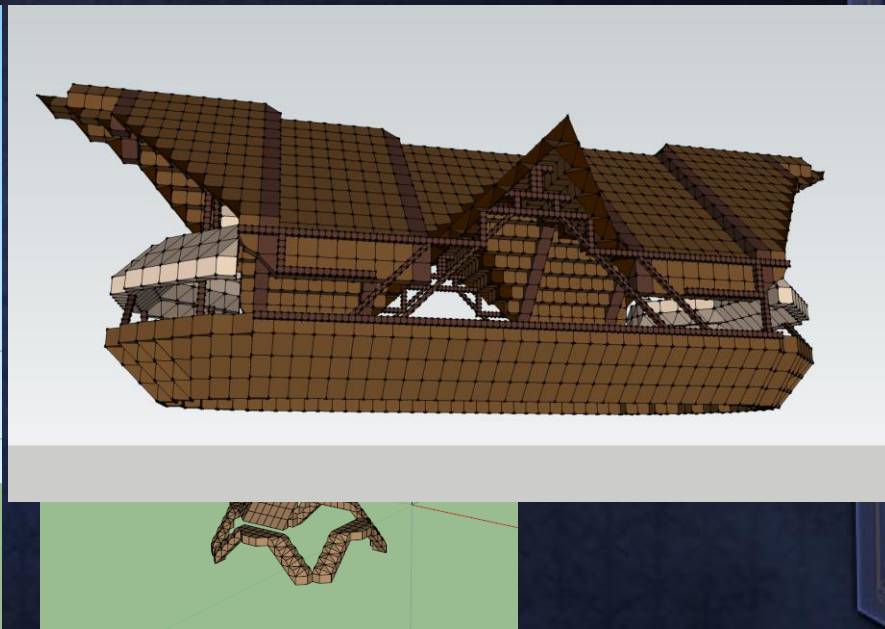
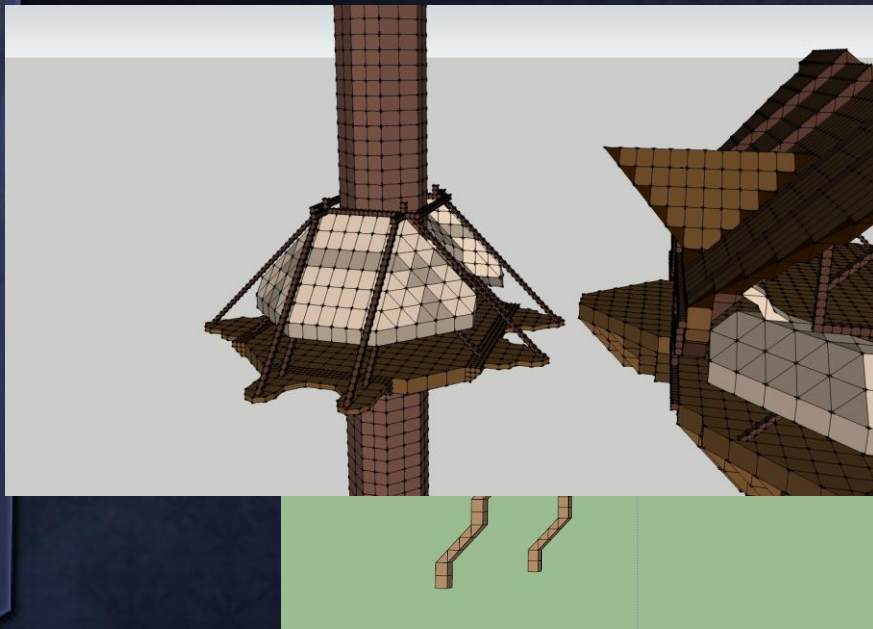
Put it in an Engine...



# More Challenging Builds



# Block Based Concept Art Continues





# Block Based Concept Art Continues



- Testing the boundaries looking for more opportunities



# Prepping for a First Client Prototype

# Freeport

FREEPORT GATE

Wes. W.



FREEPORT MARKET - 1st PASS

MAY-2010  
- W.W.



- Concept Art

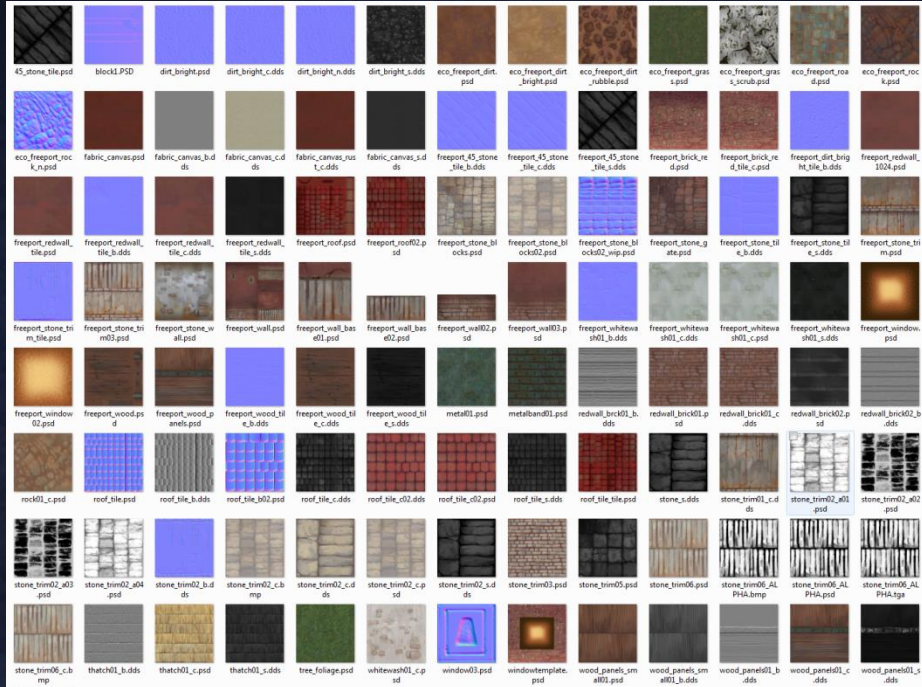


# Freeport



- Polygonal Models, Materials, Lighting

# Freeport



- Tiling Materials



# Freeport



- Block Concept





FIRST CLIENT!



Remember...it's a Prototype!

# February 16, 2012



- What could be better?



February 23, 2012



March 01 2012





March 08 2012





March 16, 2012



May 1, 2012



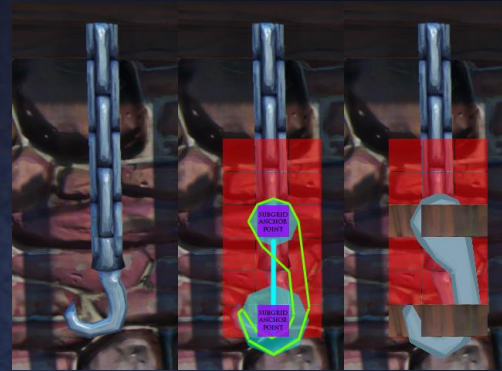


May 10, 2012





June



June







# Destruction: Breaking Freeport

Now not only could we build, we could destroy! ☺

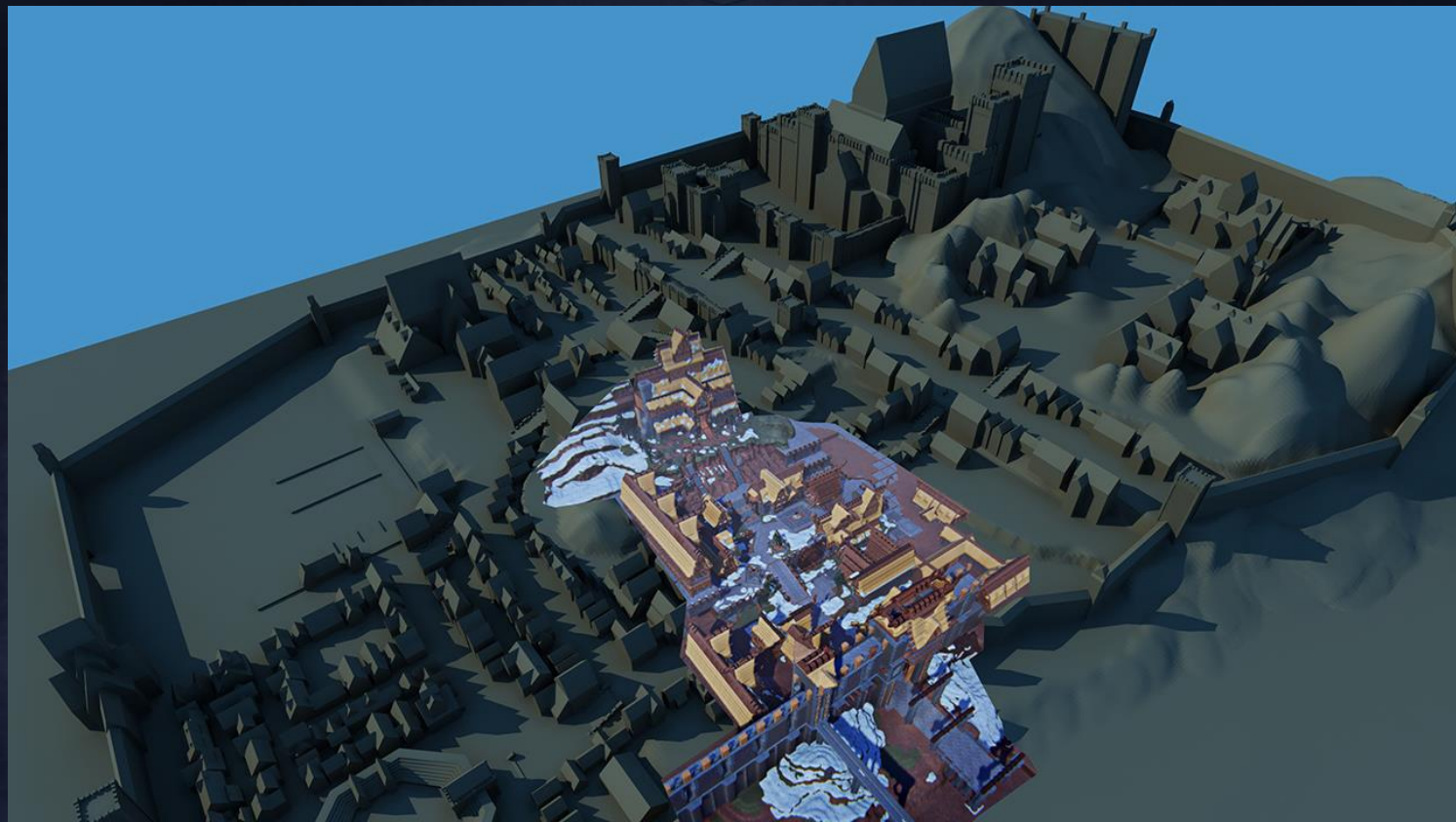
...And so could players!





# Destruction: Breaking Freeport









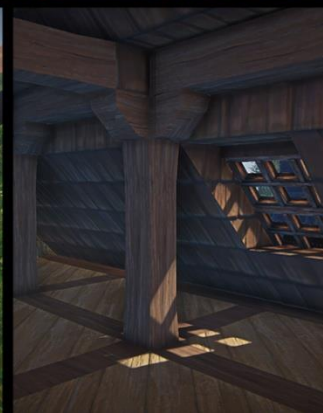
# Team Creations

# Jeff Jonas- Character/Environment Art





# Laurie Fuller- 2d Art





# Michelle Shade- FX Art

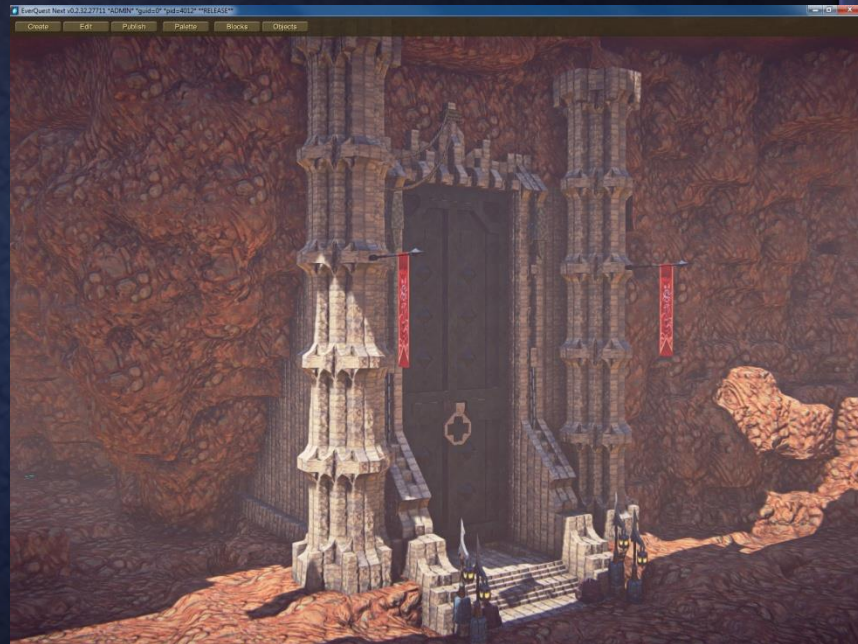
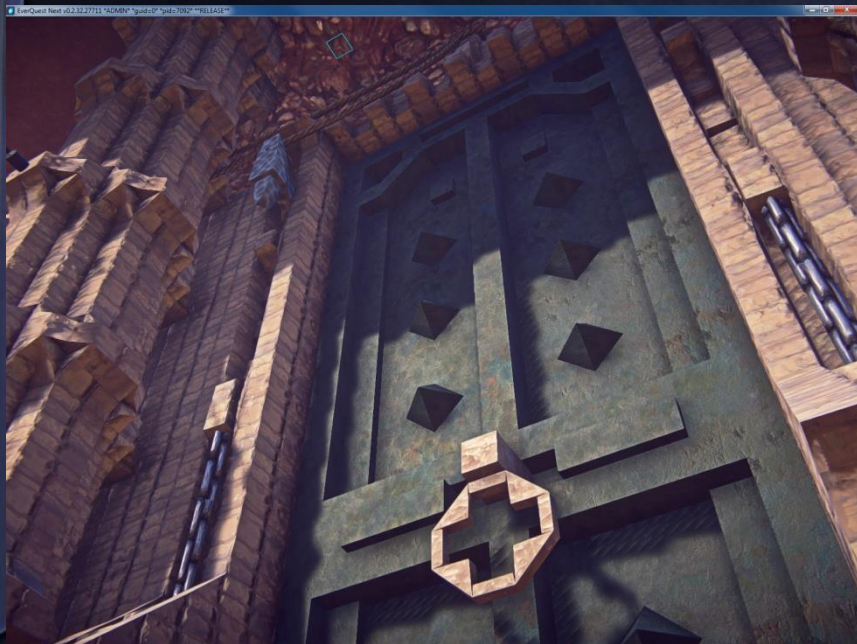


# Patrick Ho- Character Art





# Cory Rohlf's- Character Art





# Evaluation of progress...

## Voxel Freeport



# Evaluation of progress...







Next Goal-  
January 2013



# Tackling Natural, Procedurally Generated Voxel Terrain





# August 2013: Movement

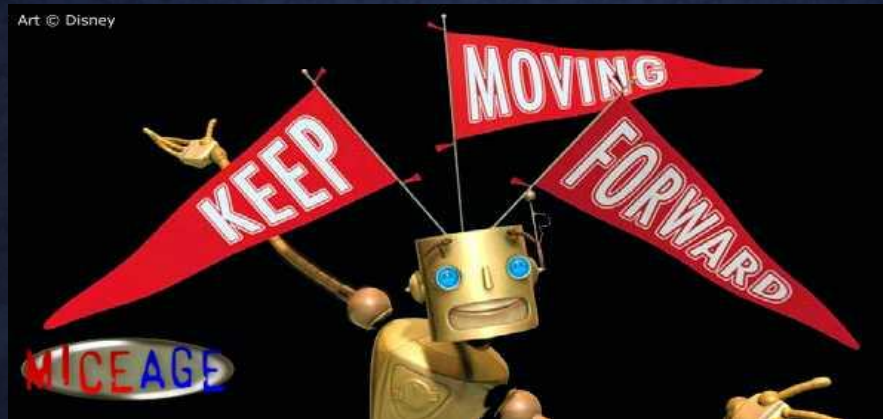





# What We Learned

To make something revolutionary

1. Develop a good idea
2. Do what you can with what you have
3. Always be moving forward





Did we succeed?  
You decide.





Player Creations...

A decorative border surrounds the slide, featuring blue and gold scrollwork and a central blue emblem at the top.

We shape our buildings, thereafter  
they shape us.

-Winston Churchill

Questions?

fps: 24 (60)  
driver: i960i 0/0  
ring: 128  
resend: 0  
landmark: 0

aria - courage - highland (tar 3)

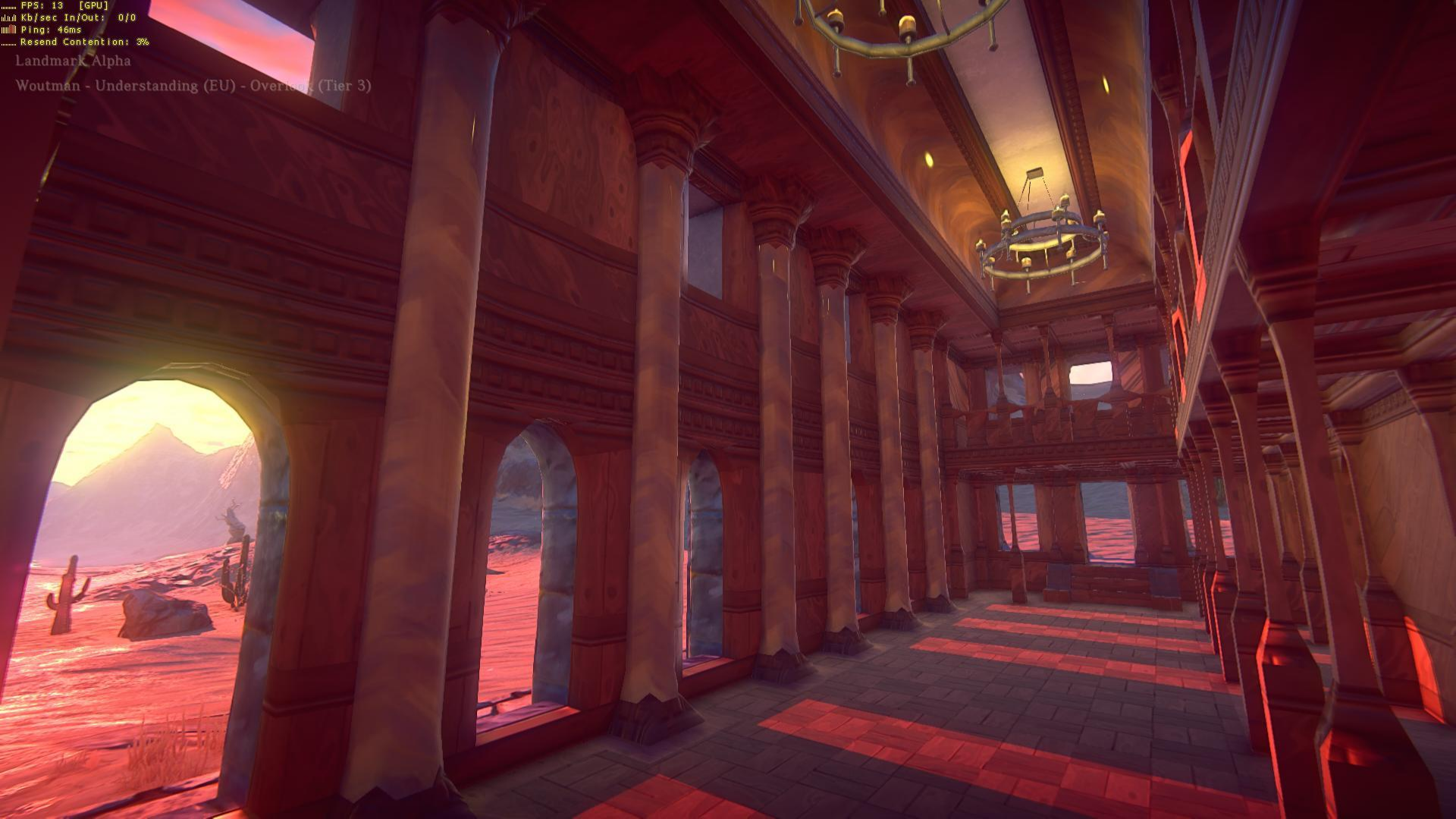




FPS: 13 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 46ms  
Resend Contention: 3%

Landmark Alpha

Woutman - Understanding (EU) - Overview (Tier 3)



FPS: 24 (GPU)  
Kbps: In/Out: 0/0  
Ping: 60ms  
Resend Concn: 0%

Landmark Alpha

Acals - Courage - Highland (Tier 3)







FPS: 19 [GPU]  
KB/sec In/Out: 270  
Ping: 94ms  
Resend Contention: 0%

Landmark Alpha

Aethelwulf - Liberation - Shallowa (Tier 4)



FPS: 32 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 53ms  
Resend Contention: 0%

Landmark Alpha

Diadema - Satisfaction (EU) - Cave (Tier 2)





FPS: 20 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 95ms  
Resend Contention: 0%

Landmark Alpha  
Aethelwulf - Liberation - Abyss (Tier 1)





PS4: 18.1 (GPU)  
Kb/sec In/Out: 0/0  
Ping: 80ms  
Resend Content: 0%

Landmark: Alpha

Aethelwulf - Liberation - Abyss (Elin 1)



*The Elden Elven Shelves*

*-1800, 1150, 1000*

*Serenity - Valley*

*Mercinoria*

*8/16/14*



Mouse: 0/0/0/0/0/0  
Ping: 70ms  
Resend Contention: 1%  
Landmark Alpha

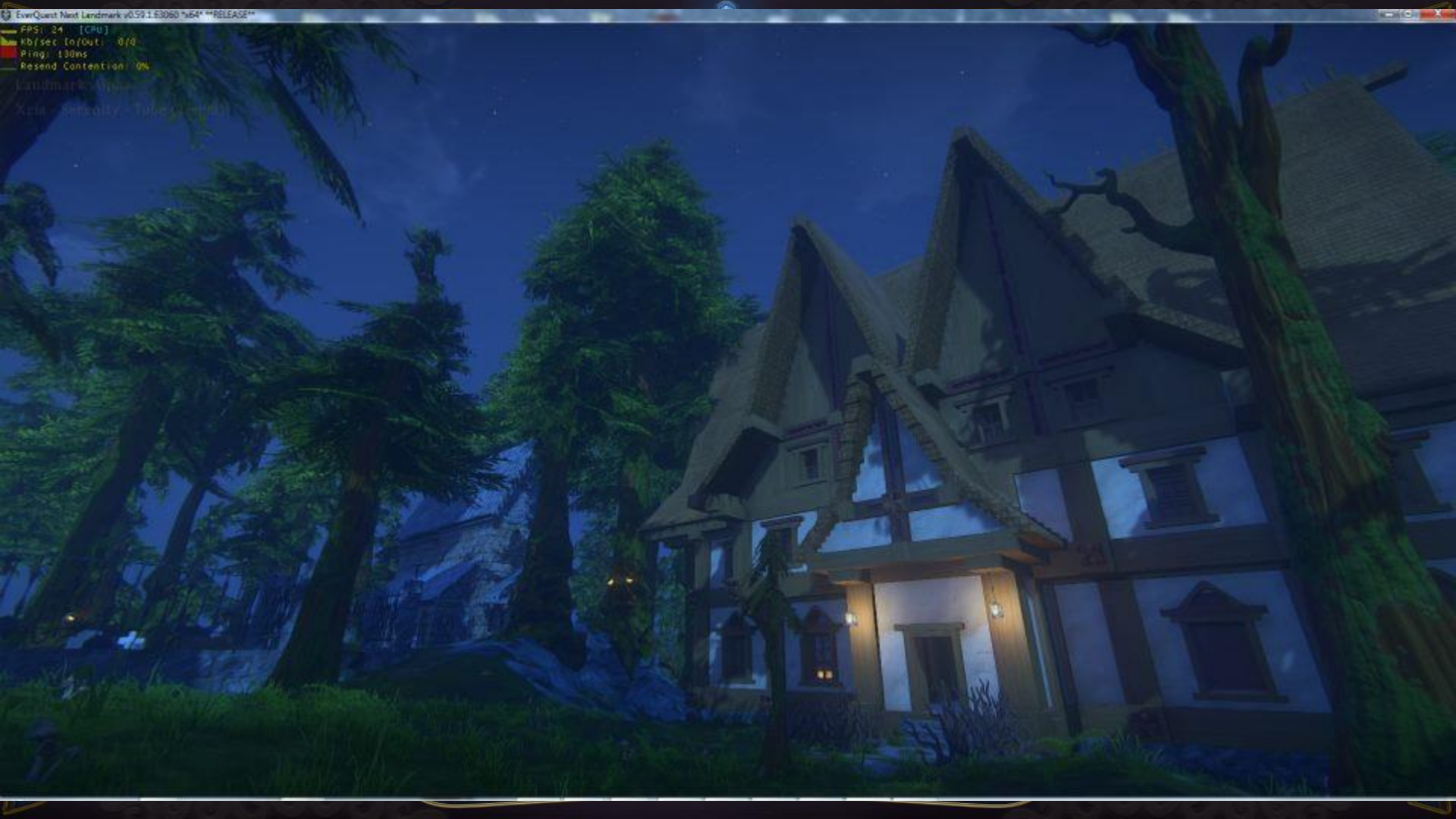
LadyAstrum - Satisfaction (EU) - Stump (Tier 3)





FPS: 23 [GPU]  
Kb/sec In/Out: 2/0  
Ping: 84ms  
Resend Contention: 0%  
Unknown Name - Unnamed World - Basin (Tier 1)





EvriQuest Next Landmark v0.59.1.63060 "64" "RELEASE"

FPS: 24 [CPU]  
Kb/sec In/Out: 0/0  
Ping: 130ms  
Resend Contention: 0%

Landmark v0.59.1.63060

Xela - Serenity - Take a break





Offset In/Out: 0/0

Ping: 130ms

Resend Contention: 0%

Landmark Alpha

Beauty: 100%



kb/sec In/Out: 310  
Ping: 128ms  
Resend Contention: 0%  
LobbyMark: 4.5ms  
Xr: 1.000000





FPS: 33 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 121ms  
Resend Contention: 0%

Landmark Alpha

Elandria - Satisfaction (EU) - Cinder (Tier 2)



FPS: 24 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 88ms  
Resend Contention: 1%

Landmark Alpha

Belkazar - Liberation - Dell (Tiet)





RAM: 98. (65M)  
Xbox Live Inactive: 0/0  
Ping: 94ms  
Round Conventions: 6%

Landmark Alpha

Gorianthas - Liberation - Shallows (Tier 3)



FPS: 32 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 52ms  
Reconnect: 3%

Landmark Alpha

Daedarius - Satisfaction (EU) - Cave (T

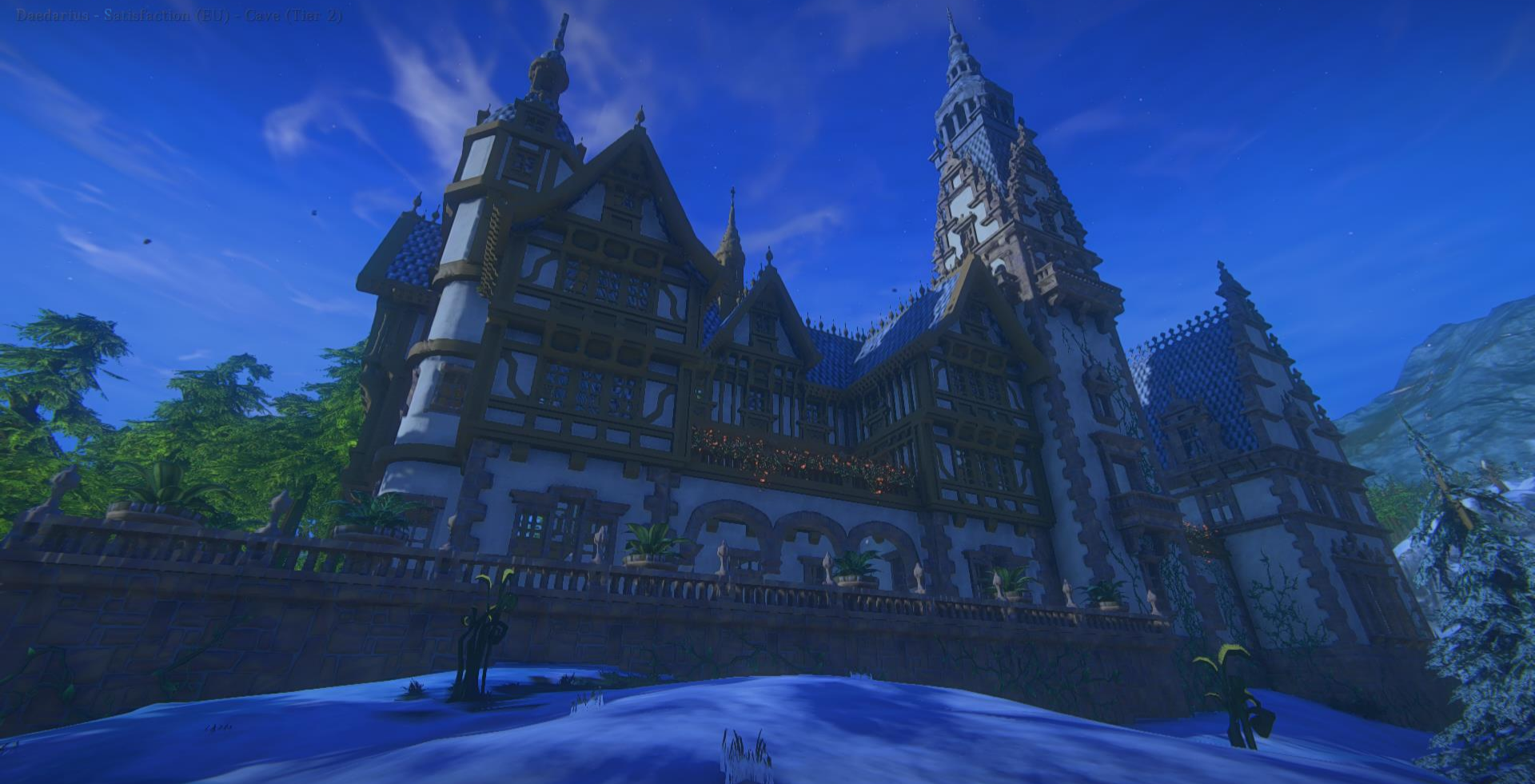




FPS: 28 [CPU]  
kb/sec In/Out: 2/0  
Ping: 5ms  
Resend Content: 0%

Landmark Alpha

Daedalus - Satisfaction (EU) - Cave (Tier 2)



FPS: 64 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 79ms  
Resend Contention: 0%

Landmark Alpha

Shattari - Courage - Channel (Tier 1)





FPS: 41 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 78ms  
Resend Contention: 0%

Landmark: Alpha  
Shobari: Courage Channel (Tier 1)





FPS: 67 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 101ms  
Resend Contention: 0%

Stardust: Alpha

Anonymous - Serenity - Vent (Tier 3)







FPS: 17 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 94ms  
Resend Contention: 0%

Landmark Alpha

Thalwulf - Liberation - Abyss (Tier 1)







FPS: 15 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 92ms  
Resend Contention: 0%

Landmark Alpha

Anthelwulf - Liberation - Abyss (Tier 1)



FPS: 20 (GPU)  
rt/sec in/out: 0/0  
Ping: 73ms  
Render contention: 6%

Landmark Alpha

Weip - Satisfaction (EU) - Overlook (Tier 3)







fps: 15 [Gpu]  
kb/sec In/Out: 210  
Ping: 130ms  
Resend Contention: 0%

Rendered: 10/10/10

Adapt - Resolution (7.12) - Overclock Time



FPS: 60 [GPU]  
Kb/sec In/Out: 10/0  
Ping: 54ms  
Render Contentions 0%

Landmark Alpha

Raenin - Courage - Tube (Tier 3)







FPS: 26 / GPU  
min 10/sec In/Out: 0/0  
Ping: 58ms  
Resend Conention: 0%  
Landmark Alpha  
Landmark - Courage - Highland (Tier 3)





FPS: 27 [GPU]  
KB/sec In/Out: 0/0  
Ping: 59ms  
Resend Content: 0%

Landmark Alpha

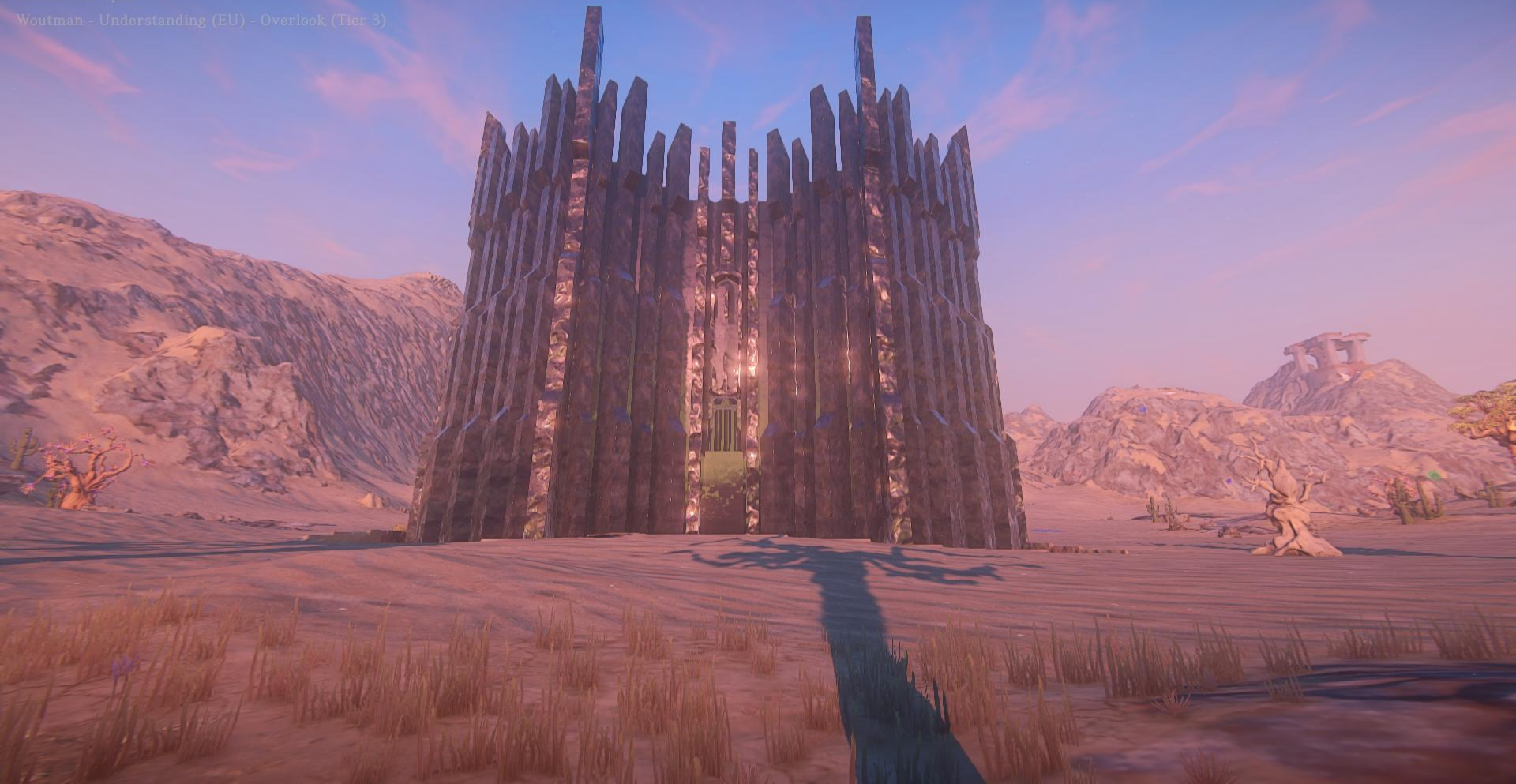
Acis - Courage - Highland (Tier 3)



FPS: 17 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 81ms  
Resend Contention: 0%

Landmark Alpha

Woutman - Understanding (EU) - Overlook (Tier 3)





FPS: 19 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 103ms  
Resend Contention: 0%

Landmark Alpha

Sprocks - Liberation - Highland (Tier 3)





FPS: 25 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 56ms  
Resend Contention: 0%

Landmark Alpha

Starlancer - Serenity - Draw (Tier 2)





FPS: 62 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 52ms  
Resend Contention: 1%

Location: 0.000000  
Pilot: Hoodoo (Tier 3)



FPS: 62 [GPU]  
kb/sec In/Out: 0/0  
Ping: 55ms  
Resend Contention: 0%

Landmark Alpha

Pippy - Satisfaction (EU) - Hoodoo (Tier 3)





FPS: 32 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 95ms  
Resend Contention: 2%

Landmark Alpha  
Ralo - Liberation Knoll (Day 2)







Tales of Arda



FPS: 25 [GPU]  
Kb/sec In/Out: 0/0  
Pings: 72ms  
Resend Contention: 0%

Landmark Alpha

Lily - Serenity - Oasis (Tier 3)



FPS: 37 [CPU]  
Kb/sec In/Out: 0/0  
Ping: 209ms  
Resend Contention: 0%

Landmark Alpha

Mini - Serenity - Watershed (Tier 3)





PS5: 46 / (GPU)  
Kb/sec In/Out: 0/0  
Ping: 124ms  
Resend: 0.00%

Landmark Alpha

Minidays - Cerenity - Venc (3)



FPS: 11 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 30ms  
Resend Contention: 12%

Landmark Alpha

Woutman - Understanding (EU) - Overlook (Tier 3)





FPS: 18 [GPU]  
Kb/sec In/Out: 2/0  
Ping: 64ms  
Resend Contention: 1%

Landmark Alpha

Woutman - Understanding (EU) - Overlook (Tier 3)



Lawg - Serenity - Bight (Tier 3)





FPS: 37 [GPU]  
kb/sec In/out: 370  
Ping: 209ms  
Resend Contention: 0%  
Unlabeled World - Draw (Draw 2)



FPS: 26 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 66ms  
Resend Contention: 0%

Landmark: Alpha

Sphere - Satisfaction (EU) - Watershed (Tier 3)







FPS: 6 [GPU]  
Kb/sec In/Out: 3/0  
Ping: 88ms  
Resend Contention: 0%

Landmark: Alpha  
Senjen77 - Courage

FPS: 43 [GPU]  
kb/sec In/Out: 1/0  
Ping: 48ms  
Resend/Contention: 0%

Landmark Alpha

Aenis - Courage - Highlands (Tier 3)





FPS: 13 [CPU]  
Kb/sec In/Out: 0/0  
Ping: 133ms  
Resend Contention: 0%

Landmark Alpha

Voidlust - Serenity - Pingo (Tier 3)



VOIDLUST'S  
VIKING  
VOYAGE

EVERQUEST NEXT  
LANDMARK







res: 36 (GPU)  
Ryze: 1.1000000000000000  
Ping: 0.0000000000000000  
Kessid: 0.0000000000000000  
Landmark: 0.0000000000000000  
Evolution: 0.0000000000000000

FPS: 30 [GPU]  
Kb/sec In/Out: 6/0  
Ping: 105ms  
Resend Contention: 0%

Landmark Alpha

Morendo - Liberation - Oasis (Tier 3)





FPS: 30 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 94ms  
Resend Contention: 2%

Landmark Alpha

Teymosh - Courage - Tableland (Tier 3)







FPS: 20 (GPU)  
Min Kib/sec In/Out: 0/0  
Ping: 90ms  
Resend Contention: 0%

Landmark Alpha

Aethalwulf - Liberation - Shallowa (Tier 3)



FPS: 16 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 133ms  
Resend Contention: 0%

Landmark Alpha

XeroOne - Satisfaction (EU) - Headland (Tier 2)





FPS: 20 [GPU]  
kb/sec In/Out: 0/0  
Ping: 69ms  
Resend Contention: 0%

Landmark Alpha

Phoenix - Serenity - Watershed (Tier 5)





FPS: 45 [CPU]  
Kb/sec In/Out: 0/0  
Ping: 81ms  
Resend Contention: 0%

Landmark Alpha

Cirric - Courage - Inlet (Tier 2)





FPS: 40 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 50ms  
Resend Contention: 0%

Landmark Alpha

Daedarius - Understanding (EU) - Shallows (Tier 3)



FPS: 22 [GPU]  
kb/sec In/Out: 0/0  
Ping: 63ms  
Resend Contention: 0%

Landmark Alpha

TonyTwist - Courage - Atoll (Act 1)





FPS: 28 [GPU]  
Kb/sec In/Out: 0/0  
Ping: 91ms  
Resend Contention: 9%

Landmark Alpha

Nolyx - Liberation - Knoll (Tier 2)

Filter Claims by Tag

Show Claimable Land

Filter

My Claims Permissions No Permissions



Liberation - Knoll (Tier 2)





Resend Contention: 0%

Landmark: Alpha

Playall: Serenity - Vent (Tier 3)



FPS: 40 [GPU]  
kb/sec. In/Out: 0/0  
Ping: 73ms  
Resend Contention: 0%  
Lan: 1000/20000  
Callametta - 1 iteration (New/11/10/1)





0/0

alpha

- Liberation - Shallow (Tim: 3)

